

# Mathematics at Grayshott



## End of year Maths Expectations for Year R

This booklet contains:

- Early learning goals that children need to achieve by the end of year R
- Hints and tips for helping your child at home.



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## Early Learning Goals

### Numbers:

- Children count reliably with numbers from 1 to 20.
- Place numbers from 1—20 in order.
- Say which number is one more or one less than a given number.
- Using quantities and objects, add and subtract two single-digit numbers and count on or back to find the answer.
- Solve problems, including doubling, halving and sharing.

### Shape, space and measures:

- Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems.
- They recognise, create and describe patterns.
- They explore characteristics of everyday objects and shapes and use mathematical language to describe them.



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## Red Class (Year R)- Maths

### Hints and Tips for helping your child with maths at home:

#### Learning the important number facts:

The following games can be played at home with minimal resources to keep those important number facts fresh in your child's mind!



#### Ping Pong

This is a great game for learning number bonds or number facts, for example, number bonds to 10. Start off by saying 'ping' and your child replies with 'pong.' Keep repeating this in order to build up a rhythm and then replace the 'ping' with a number e.g. 6. Once you say 6, your child should reply with 4. Then start again with ping, before replacing it with another number.

#### If this is the answer.....

.....what is the question? Give children a number and say 'This is my answer, what is the question?' For example, you could say 'my answer is 3.' Your child will need to think of potential questions e.g.  $1 + 2$ ,  $5 - 2$ ,  $6 - 3$ .

#### Interactive Games

[www.topmarks.co.uk](http://www.topmarks.co.uk) – This website has a whole range of games for your child to play which are suitable for both tablet and desk-top computers.

## Around the house

- **Cooking.** Measure ingredients and set the timer together.
- **Practise counting** up to twenty and then back to one.
- **Find the same amount of different items** to help your child understand what numbers mean. For example, find 3 spoons, 3 hats, or 3 socks.
- **Talk about the shape and size of objects**, e.g. big car, round ball, rectangular box. Ask questions like "pass me the biggest box", or "which is the smallest shoe?".
- **Play with items** like shells, bottle tops, beads, Lego and compare them. Try making patterns with them together.
- **Put items in order.** You could do this by weight, height or size. Ask your child to help you organise items around the house.
- **Make patterns** with objects, colouring pencils, paint or Play-Doh.
- **Build structures** with Duplo, Lego or boxes.
- **Solve problems.** Work out "how many altogether" and "how many more". Ask your child questions such as "We have 3 red apples and 2 green apples, so how many apples do we have altogether?".

*Taken from [www.familymathstoolkit.org.uk](http://www.familymathstoolkit.org.uk)*